

EARTH O DAWN



NETHERMANTIC SPELLS

INTERNET ARCHIVE

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NETHERMANTIC SPELLS

INTERNET ARCHIVE

A Web Resource

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CREDITS

Layout Design & Editing
Andrew Tobin

Cover Design
Andrew Tobin

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This is a work by a fan for fans.

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Archival Note

INTRODUCTION

One evening in a fit of insanity brought on by the flu, cold medication, and insomnia I had a brilliant idea. "I should check out all of my old Earthdawn links and see if they still work, and maybe if there are new links I'll add them to my list" I suppose that alone would have been a reasonable idea. But somewhere about 3 am and a bottle of Nyquil later I thought, very clearly I might add, "Wow I should make cards for all the spells that I come across." What you have on your screen is the results of that fevered thought.

The [Earthdawn Spell Cards](#) by Maskhim can be found on the [Earthdawn Blog](#). They are "fill them yourself" little forms to keep track of spells, a really nifty idea. I used them to standardize the myriad of spells I came across. Ok not them specifically but I based the resulting cards on them. I had to try to keep the file size down.

This book is for only one magician branch. That is because it made sense to me and it allowed for a fairly reasonable file size. Every spell in this collection is available for free on line as of the date of this release. If you so desired, you too could spend the hours combing the web and transcribing the spells in your own file. Or you can use this one. There are advantages to both.


Every spell has a link to the site it originates from located at the bottom of the card. Go to the sites of the spells you like. Tell the creators that you like the spells. Players that share what they produce inspire other players and they like to hear if they have had an impact. Hopefully, next year there will be more new spells and a reason to produce a new internet archive.

If you have a spell and want to include it in the next archive, or you know of a spell on line that did not make it in to this one, feel free to let me know about it.

I am not much of a translator so there are no spells from the non-English speaking community in this archive. Perhaps I can rectify that at a later date.

All the spells are in Order of Circle and then alphabetically within the circle for easy browsing. Enjoy this resource.

EARTHDAWN SPELLCARDS



DISCIPLINE **Nethermancer**

SPELL CIRCLE **0**

ELEMENTAL AFFINITY

SPELL NAME
Knockdown

WEAVING

7

REATTUNING

CASTING

Target's Spell Defense

DURATION

1 Round (Following Round)

RANGE

60 Yards

THREADS

1

WOVEN

FEAR EFFECT

0

ILLUSION

0

EFFECT

See Below

SENSING

0

DISBELIEF

0

SPELL DESCRIPTION


This spell is specifically designed only to paralyze an opponent for a short time, not to damage or otherwise endanger the opponent. It only works on 1 target at a time and lasts only for 1 round after the spell is cast.

<http://www.edpt.org/index.php?name=Encyclopedia&op=content&tid=195>

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EARTHDAWN SPELLCARDS



DISCIPLINE **Nethermancer**

SPELL CIRCLE **1**

ELEMENTAL AFFINITY

SPELL NAME
Bleeding Touch

WEAVING

NA

REATTUNING

CASTING

Target's Spell Defense

DURATION

Instant

RANGE

Touch

THREADS

0

WOVEN

FEAR EFFECT

0

ILLUSION

0

EFFECT

Willforce +2

SENSING

0

DISBELIEF

0

SPELL DESCRIPTION


Bleeding Touch spells allows the nethermancer to cause a bleeding wound to appear on their victim by twisting astral energy into the pattern of the victim. When casting the spell, the nethermancer caresses the bare skin of the target. If the Spellcasting Test succeeds, the target suffers damage equal to the result of the Effect Test. Mystic Armor protects against this damage.
If the Effect Test causes enough damage to wound the victim, the wound will continue to bleed until medical care is taken to staunch it. The bleeding causes Step 4 damage each round.

<http://www.reocities.com/TimesSquare/Ring/5472/magic/bleeding.html>

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EARTHDAWN SPELLCARDS



DISCIPLINE **Nethermancer**

SPELL CIRCLE **1**

ELEMENTAL AFFINITY

SPELL NAME
Bone Chatter

WEAVING

6

REATTUNING

CASTING

5

DURATION

5 Rounds

RANGE

10x10 Yards

THREADS

1

WOVEN

FEAR EFFECT

0

ILLUSION

0

EFFECT

Cause bones in the spell area to chatter.

SENSING

0

DISBELIEF

0

SPELL DESCRIPTION


With this spell, the Nethermancer causes all bones in the vicinity to rattle. Skulls' teeth rattle; old bones bang together. Besides some very disturbing noises, the spell causes no further effects.

<http://www.edpt.org/index.php?name=Encyclopedia&op=content&tid=5>

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EARTHDAWN SPELLCARDS



DISCIPLINE **Nethermancer**

SPELL CIRCLE **1**

ELEMENTAL AFFINITY

SPELL NAME
Can't Hide in Shadows

WEAVING

6

REATTUNING

CASTING

Target's Spell Defense

DURATION

Rank +3 Rounds

RANGE

20 yards

THREADS

1

WOVEN

FEAR EFFECT

0

ILLUSION

0

EFFECT

See Below

SENSING

0

DISBELIEF

0

SPELL DESCRIPTION


This spell allows a Nethermancer to keep another creature, Name-giver or otherwise, from hiding in shadows. When casting this spell the Nethermancer outlines a vaguely human shape with his two hands then widens his eyes as though seeing something for the first time. He points at the target then, and the target's shadow begins to glow hazily. This glow is not bright enough to be able to see in darkness but it will keep a person from hiding in shadows: reduce the effective Skill or Talent of the target by 1 for each level of success by which the spellcaster succeeded (i.e., -1 Step for an Average success, -2 step for a Good success, etc). This spell causes 1 point of Strain for any targets made entirely of shadow in addition to illuminating them; this includes Shadow Hunters (p.33, AM) and other entities summoned by magicians.

<http://historiophilosophy.freehostia.com/earthdawn/grimoire/cant-hide-in-shadows.htm>

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EARTHDOWN SPELLCARDS



DISCIPLINE **Nethermancer**


SPELL CIRCLE **1**

ELEMENTAL AFFINITY

SPELL NAME **Chilling Touch**

WEAVING **NA**
 REATTUNING **9**

CASTING **Spell Defense**
 DURATION **Effect test result in minutes**
 RANGE **Touch**


 FEAR EFFECT ☐
 ILLUSION ☐
 SENSING ☐ DISBELIEF ☐

Willforce + 3

SPELL DESCRIPTION

When casting this spell the Nethermancer rubs his arms as if trying to warm himself and shivers slightly, thereafter he touches the unfortunate victim, who is thereafter stricken by an intense coldness. Although this coldness does no actual damage it numbs the victims fingers, causing a minus one to minus four step penalty to all tests requiring manual dexterity, like fighting or picking locks/pockets for a number of minutes equal to the effect dice test result. The exact penalty depends upon the situation and should be determined by the GM, two steps are fine for melee combat, four steps are appropriate for missile fire and picking pockets.


http://earthdawn.dragonpaw.org/nexus/nether_spells.html#Chilltouch

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EARTHDOWN SPELLCARDS



DISCIPLINE **Nethermancer**


SPELL CIRCLE **1**

ELEMENTAL AFFINITY

SPELL NAME **Healing Spirits**

WEAVING **8**
 REATTUNING **15**

CASTING **Target's Spell Defense**
 DURATION **1 Round**
 RANGE **Touch**


 FEAR EFFECT ☐
 ILLUSION ☐
 SENSING ☐ DISBELIEF ☐

+5 to Recovery step

SPELL DESCRIPTION

The Healing Spirits spell allows the Nethermancer to call upon the spirits of the planes to heal a Name-giver. The Nethermancer touches the target while incanting arcane phrases to summon the spirits, and makes a Spellcasting test versus the target's spell defense. If successful, the target may make his/her next recovery test at +5 steps. The target must have a recovery test available to use this spell. If he/she does not have a recovery test, the spell has no effect. This spell also has no effect on ground that has been proofed against spirits.


<http://www.cfar.umd.edu/~keverill/Games/Earthdawn/Spells/HealingSpirits.html>

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EARTHDOWN SPELLCARDS



DISCIPLINE **Nethermancer**


SPELL CIRCLE **1**

ELEMENTAL AFFINITY

SPELL NAME **No More Shadows for You**

WEAVING **7**
 REATTUNING **17**

CASTING **Target's Spell Defense**
 DURATION **Rank Hours**
 RANGE **30 Yards**


 FEAR EFFECT ☐
 ILLUSION ☐
 SENSING ☐ DISBELIEF ☐

Removes the target's shadow

SPELL DESCRIPTION

This spell removes the target's shadow for the duration of the spell. When casting the spell the Nethermancer waves at his shadow. If cast successfully the spell removes the target's shadow, allowing him to hide without his shadow giving him away, and eliminating the use of such spells as Shadow's Whisper (p.29, AM) and Shadow Tether (p.182, ED). The target of the spell may voluntarily lower his Spell Defense.

<http://historiophilosophy.freehostia.com/earthdawn/grimoire/false-wounds.htm>


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http://historiophilosophy.freehostia.com/earthdawn/grimoire/false-wounds.htm

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EARTHDOWN SPELLCARDS



DISCIPLINE **Nethermancer**


SPELL CIRCLE **2**

ELEMENTAL AFFINITY

SPELL NAME **Death Veil**

WEAVING **6**
 REATTUNING **13**

CASTING **Target's Spell Defense**
 DURATION **Rank in Minutes**
 RANGE **Touch**


 FEAR EFFECT ☐
 ILLUSION ☐
 SENSING ☐ DISBELIEF ☐

Willforce +2

SPELL DESCRIPTION

Death's Veil uses a bit of illusion magic to make the subject of the spell appear to be a dead, decaying body. The nethermancer must rub dirt down the face and body of the subject while weaving the thread. The Spellcasting Test is rolled. If the test is successful, the nethermancer rolls her Effect Dice; the result becomes the target number for any Perception rolls to notice the illusory veil of death. Bodily functions (heart beat, breathing, etc.) are not disguised -- but if it looks dead, then it is dead.

<http://www.reocities.com/TimesSquare/Ring/5472/magic/unveil.html#dv>


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http://www.reocities.com/TimesSquare/Ring/5472/magic/unveil.html#dv

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EARTHDOWN SPELLCARDS




DISCIPLINE **Nethermancer**
SPELL NAME **Identify Remains**

SPELL CIRCLE **2**

ELEMENTAL AFFINITY

WEAVING **5**
THREADS **2**
WOVEN

CASTING **Target's Spell Defense**
DURATION **1 Round**
RANGE **Touch**



FEAR EFFECT
ILLUSION
SENSING
DISBELIEF

EFFECT
Identifies a creature or person through their remains


SPELL DESCRIPTION

This spell requires at least a bone, or a moderate amount of flesh. It works only on dead targets (it will not work on an amputee, for example). If the Spellcasting Test is successful, the Nethermancer learns the Name of the target's species and his personal Name, if one was given to the target.

<http://www.edpt.org/index.php?name=Encyclopedia&op=content&tid=555>
PAGE REFERENCE :

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DISCIPLINE **Nethermancer**
SPELL NAME **Know Size of the Hidden**

SPELL CIRCLE **2**

ELEMENTAL AFFINITY

WEAVING **5**
THREADS **3**
WOVEN

CASTING **Target's Spell Defense**
DURATION **Instant**
RANGE **Touch**



FEAR EFFECT
ILLUSION
SENSING
DISBELIEF

EFFECT
See Below


SPELL DESCRIPTION

Occasionally when one comes across a partially buried object or a deposit of some substance, it would be beneficial to know the general size and shape of the thing. When a nethermancer casts this spell and touches a continuous substance or artifact, he obtains a clear idea of the thing's size and shape. Continuous mineral deposits, buried buildings, continuous wall systems and other such objects of uniform make or substance can be subjects for this spell. Their extent is revealed to the nethermancer instantly, but if the sheer size of the object is greater than half a mile per circle of the caster along any axis, or if the object is extradimensionally active, then the casting nethermancer must make a successful Toughness (8) Test or fall unconscious for 1d10 rounds, after which their idea of its' extent can be summed up as "Pretty damn big!"

<http://www.reocities.com/TimesSquare/Ring/5472/magic/nosize.html>
PAGE REFERENCE :

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DISCIPLINE **Nethermancy**
SPELL NAME **Radiant Death**

SPELL CIRCLE **2**

ELEMENTAL AFFINITY

WEAVING **0**
THREADS **0**
WOVEN

CASTING **Target's Spell Defence**
DURATION **1 Round**
RANGE **50 Yards**



FEAR EFFECT
ILLUSION
SENSING
DISBELIEF

EFFECT
Willforce + 2


SPELL DESCRIPTION

The Radiant Death spell is an anti-undead and anti-undead Horror construct spell and only works on those types of beings. When casting the spell the caster holds his head back aghast scorching his eyes and holding his hands up as if to block out a bright sunlight. The Spellcasting Test must beat the target's Spell Defense to be successful. There must be a source of light present to cast this spell, though that source can be as weak as a single candle. As the spell is cast, a brilliant light forms above the target and rays from the light slash at the target causing the damage. Physical Armor protects from this damage.

<http://www.angelfire.com/games2/Earthdawn/Spells.html>
PAGE REFERENCE :

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DISCIPLINE **Nethermancer**
SPELL NAME **Spear of the Dead**

SPELL CIRCLE **2**

ELEMENTAL AFFINITY

WEAVING **6**
THREADS **2**
WOVEN

CASTING **Target's Spell Defense**
DURATION **1 Round**
RANGE **40 Yards**



FEAR EFFECT
ILLUSION
SENSING
DISBELIEF

EFFECT
Willforce +3


SPELL DESCRIPTION

The Elementalist conjures forth representations of the elements on all five fingers of her hand. She touches the target, and The component for this spell is the skeletal arm of a dead Name-giver. Actually, there is a variation of this spell for each of the known namegiver races. The Nethermancer finishes casting the spell, and then hurls the skeletal arm in the next round. Physical armor protects against this spell.

<http://www.edpt.org/index.php?name=Encyclopedia&op=content&tid=6>
PAGE REFERENCE :

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DISCIPLINE **Nethermancer**

SPELL CIRCLE **2**

ELEMENTAL AFFINITY

SPELL NAME
Spectral Hound

WEAVING
7
REATTUNING **17**

CASTING **9**

THREADS
2
WOVEN

DURATION **4+Rank Hours**

RANGE **Self**

EFFECT
Summons Spectral Hound


SPELL DESCRIPTION

This spell requires a dog collar to cast. When cast, it summons into existence a normal hunting dog surrounded by a ghostly glow. The dog is able to understand and will obey simple commands such as track a person or guard an area. The spectral hound needs to neither sleep nor eat, but it cannot enter, nor be summoned in, sacred or holy ground.

http://earthdown.dragonpaw.org/nexus/nether_spells.html#SpectralHound

PAGE REFERENCE :

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DISCIPLINE **Nethermancer**

SPELL CIRCLE **2**

ELEMENTAL AFFINITY

SPELL NAME
Undead Prothesis

WEAVING
10
REATTUNING **17**

CASTING **Target's Spell Defense**

THREADS
4
WOVEN

DURATION **Permanent**

RANGE **Touch**

EFFECT
See below

SPELL DESCRIPTION

Undead Prothesis allows the nethermancer to fashion a relatively functional prosthetic limb. The limb may be as small as a single digit, or it may be any amount up to an entire arm or leg.

In order to cast this spell, the nethermancer must obtain a matching limb of about the same size and race as the severed limb. While the limb is usually taken from a dead body, the nethermancer can use the target's own limb if it is available. If the wound has healed, the mage must cut all living flesh from the end of the stump before casting this spell — Undead Prothesis provides no pain relief. While preparing the limb for reattachment the nethermancer must weave the threads to the severed wound and the limb. Each thread requires one hour to weave. This procedure is not a delicate operation and minor interruptions will not cause the spell to fail. Once complete, the caster touches the prosthetic limb to the fresh wound and rolls a Spellcasting Test. If the Test is successful, the new limb fuses with the target's skeleton, and he can begin to use immediately.

Unfortunately, the recipient does not regain full use of his limb. The new limb, while functional, has no sense of touch and provides only 25% functionality. With each passing week, the recipient gains another 5% functionality up to a maximum of 75% of normal.


NOTE: It is up to the GM as to the exact impact this decreased functionality has on the recipient — examples include reduced movement rates, Dexterity, Dex-based Talents, Initiative, etc. Furthermore, only the bone within the limb is affected by this spell — the remainder of the limb continues to decay until nothing remains but the bone.

This spell can only be used on characters with missing limbs (it can't be used to give a two-legged character a third leg, for example). The limb may be in any state of decomposition as long as the bones are intact.

<http://www.reocities.com/TimesSquare/Ring/5472/magic/prothesis.html>

PAGE REFERENCE :

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DISCIPLINE **Nethermancer**

SPELL CIRCLE **3**

ELEMENTAL AFFINITY

SPELL NAME
Detect Spirit Magic

WEAVING
9
REATTUNING **19**

CASTING **6**

THREADS
2
WOVEN

DURATION **10 + Rank Minutes**

RANGE **60 yards**

EFFECT
Willforce + 6


SPELL DESCRIPTION

The Detect (Spirit) Magic spell enables Nethermancers to detect magic performed by a certain type of spirit or elemental as designated by the spell. This spell works in the same manner as the Astral Sense spell (p183, ED).

<http://historiophilosophy.freehostia.com/earthdown/grimoire/detect-spirit-magic.htm>

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DISCIPLINE **Nethermancer**

SPELL CIRCLE **3**

ELEMENTAL AFFINITY

SPELL NAME
Inexplicable Image

WEAVING
7
REATTUNING **12**

CASTING **5**

THREADS
2
WOVEN

DURATION **See Below**

RANGE **Touch**

EFFECT
See Below

SPELL DESCRIPTION

Inexplicable Image is cast upon an inanimate object so that when a being next touches it, they receive a clear and perplexing mental image of the caster's choosing. The mental image can be of anything the caster desires, but not of any concept requiring more than three words to describe, or of any object or creature specifically. The image could be, for example, a white rose, but could not be a red and blue paisley smock manufactured in Ildrisa. The image does not have to be a picture, but can be a simple concept or feeling; for example "Doom lurks here," or "Big apples yonder." Any sufficiently simple concept can be set into the spell.

The dweomer remains passive within the object until a creature touches it, at which point the image manifests in their mind. Their reaction may vary; although they may not associate the image with the thing touched, they are aware that a distinct "something" has happened to deliver this mental message. The nature of the image also affects their reactions; the image of a pink bunny is less disturbing than that of a looming fleshy skull. Inexplicable Image is often made permanent by nethermancers for various reasons. First, so that every namegiver touching the object receives the same image. Secondly, it is often incorporated into the enchantments of a magic item (often swords) to add a little personality.

<http://www.reocities.com/TimesSquare/Ring/5472/magic/Ineximage.html>

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DISCIPLINE **Nethermancer**

SPELL CIRCLE **3**

ELEMENTAL AFFINITY

WEAVING **7**

CASTING **6**

REAATTUNING **10**

THREADS **2**

DURATION **Raank Rounds**

RANGE **10 Yards**

WOVEN

FEAR EFFECT

ILLUSION

SENSE

DISBELIEF

EFFECT
Willforce +8

SPELL DESCRIPTION


The Insidious Babbling spell allows the nethermancer to cause fear within his enemies by conjuring spirits to possess the dead and babble incomprehensible words. While weaving the threads to this spell, the nethermancer must continually "babble" incoherently. The Spellcasting Test is made on the dead bodies within range of the spell. If the test is successful, an Effect Test is made. The result is the target number for the Willpower Test that any character's within sight of the bodies must make. On a Good success or better, the target characters become filled with unease and fear. They will suffer a penalty to all actions equal to the nethermancer's Spellcasting rank. If the Willpower Test was less than Good then the characters flee in terror from the Insidious Babbling.

<http://www.reocities.com/TimesSquare/Ring/5472/magic/insbab.html>

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DISCIPLINE **Nethermancer**

SPELL CIRCLE **3**

ELEMENTAL AFFINITY

WEAVING **6**

CASTING **Target's Spell Defense**

REAATTUNING **10**

THREADS **1**

DURATION **Rank in Rounds**

RANGE **30 Yards**

WOVEN

FEAR EFFECT

ILLUSION

SENSE

DISBELIEF

EFFECT
-2 Steps to all tests

SPELL DESCRIPTION


The Itch spell causes the target to itch fiercely in a spot of the caster's choice. The subject will be at -2 Steps until he takes one full round to scratch (or more, if armour, etc., is in the way). Only one itch spell can affect a target at a time.

<http://www.reocities.com/TimesSquare/Castle/1373/index.html>

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DISCIPLINE **Nethermancer**

SPELL CIRCLE **3**

ELEMENTAL AFFINITY

WEAVING **5**

CASTING **2**

REAATTUNING **9**

THREADS **2**

DURATION **Rank +2 Rounds**

RANGE **Self**

WOVEN

FEAR EFFECT

ILLUSION

SENSE

DISBELIEF

EFFECT
Willforce +6

SPELL DESCRIPTION


Life Armor allows the nethermancer to surround himself with a portion of his own life essence, which protects against physical and magical attacks. It is often considered to be a sort of insurance against later damage. If the Spellcasting Test succeeds the nethermancer makes an Effect Test; the result becomes the amount of damage that may be absorbed by the armor. At this point, a shimmering field of grey energy springs up around the nethermancer, preventing any force from entering. The armor cannot be dispelled, only unraveled. The Life Armor spell also adds +3 to the nethermancer's Mystic Armor. Nethermantic attacks designed to directly harm or steal life points will succeed one level less, draining strength from it directly from the life armor. The armor does not hinder movement nor adds encumbrance to the mage. Once it has absorbed its limit it will dissipate and the mage will lose a bit of his life essence, suffering Step 8 damage.

<http://www.reocities.com/TimesSquare/Ring/5472/magic/unveil.html#a>

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DISCIPLINE **Nethermancer**

SPELL CIRCLE **3**

ELEMENTAL AFFINITY

WEAVING **7**

CASTING **Target's Spell Defense**

REAATTUNING **15**

THREADS **1**

DURATION **1 Round**

RANGE **10 Yards**

WOVEN

FEAR EFFECT

ILLUSION

SENSE

DISBELIEF

EFFECT
Willforce

SPELL DESCRIPTION


This spell creates a temporary bridge between the caster and a target. This bridge allows the caster to drain for one round some of the target's life force and transfer it to his or her own self. The efficiency of the Life Tap is dependent upon the caster's success against the Target's Spell Defense. Roll the Effect Dice to determine the amount of life drained from the target. If the caster achieved an Average Success on his or her Spellcasting Test then only 25% of the drained life is transferred to the caster and the rest is lost. Note that the caster cannot receive more life than his or her own current Death Rating. On a Good Success up to 50% of the drained life is transferred to the caster and the rest is lost. On an Excellent Success, up to 75% of the drained life is transferred to the caster. On an Extraordinary Success, up to 100% of the drained life is transferred to the caster. Note that Mystic Armor does protect against the amount of life drained by this spell.

http://www.earthdawnhaven.com/?page_id=77

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DISCIPLINE **Nethermancer**


SPELL CIRCLE **3**


ELEMENTAL AFFINITY


SPELL NAME
Namegiver Pattern Locator







WEAVING **9**
 REATTUNING **19**

CASTING  **10**

THREADS **3**
 WOVEN 

DURATION  **1 Year + 1 Day**

RANGE  **N/A**

FEAR EFFECT   

Creates a locator for a single Name-giver.

SPELL DESCRIPTION

The locator – The Nethermancer casting the spell.
 The located – The persona we wish to locate.

This spell needs as its components a bottle of white wine, the finger bone of a virgin, and a pattern item of the located (The true name of the person will do nicely). The Nethermancer repeats the located persona's name three times during the ritual. At the end of the ritual, the finger bone is placed inside the bottle of wine. A successful casting will cause the finger to point in the direction of the located. The finger floats in the liquid and points in all three dimensions. So if the located is flying above the bottle in an airship, the finger will point upwards. The spell duration is a year and a day, but the price is one point of permanent damage (The damage point doesn't have to be taken from the Nethermancer, and is regained when the spell time is up). The bottle's usage doesn't require the presence of the Nethermancer. After the spell is cast, anyone is able to use it.


<http://www.edpt.org/index.php?name=Encyclopedia&op=content&tid=8>

PAGE REFERENCE :

EARTHDOWN SPELLCARDS

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EARTHDOWN SPELLCARDS




DISCIPLINE **Nethermancer**


SPELL CIRCLE **3**


ELEMENTAL AFFINITY


SPELL NAME
Scum of the Earth







WEAVING **NA**
 REATTUNING **18**

CASTING  **See Below**

THREADS **0**
 WOVEN 

DURATION  **See Below**

RANGE  **Touch**

FEAR EFFECT   

Makes Weapons Virulent

SPELL DESCRIPTION

This is a fairly deadly spell that is designed to increase the damage of weapons in the long-term. When casting the spell the Nethermancer wipes dirt or mud along a bladed weapon. The spell has no effect on non-bladed weapons. The spell taints the Pattern of the blade in such a manner that it becomes capable of infecting a target with disease with even the smallest cut. Both the Casting Difficulty and the Effect are directly proportional to the amount of astral corruption in the area in which the spell is cast. In a Safe area the Casting Difficulty is 5, subtracting 1 for each increase in the level of corruption (i.e., the Casting Difficulty in an Open area is 4, while in a Corrupt region it is 2). After the spell is successfully cast the taint remains on the blade until it has caused at least 1 point of damage. The blade immediately becomes cleansed as the astral taint transfers to the target. The victim must immediately make a Toughness Test against a Difficulty Number equal to the spellcaster's Rank in Willforce, adding 1 to the Difficulty Number for each level of corruption in the area the spell was first cast: +1 if the spell was cast in an Open area, +2 if the spell was cast in a Tainted area, and +4 if the spell was cast in a Corrupt area. If the test fails the wounded character is infected with the astral corruption and suffers damage each day. The gamemaster may choose to increase the Difficulty Number by adding an amount equal to the damage caused by the weapon in the attack.

The damage caused by this disease is equal to the Nethermancer's Willforce Step +1 if the spell was cast in an open area, +2 if the spell was cast in a Tainted area, and +4 if the spell was cast in a corrupt area. Mystic Armor reduces this damage. Damage caused by the spell's effects will only end when the wound is healed. Normal healing techniques do not work; only those spells, items and Talents that target diseases and magical wounds will successfully heal the wounds caused by Scum of the Earth. Questor powers may also combat the effects of the magical disease. Individuals suffering from the effects of Scum of the Earth are more prone to catching other diseases. Reduce such characters' Spell or Physical Defense against disease by 1, as appropriate.


<http://historiophilosophy.freehostia.com/earthdawn/grimoire/scum-of-the-earth.htm>

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EARTHDOWN SPELLCARDS




DISCIPLINE **Nethermancer**


SPELL CIRCLE **3**


ELEMENTAL AFFINITY


SPELL NAME
Sense the Unborn







WEAVING **7**
 REATTUNING **18**

CASTING  **Target's Spell Defense**

THREADS **1**
 WOVEN 

DURATION  **1 Round**

RANGE  **Touch**

FEAR EFFECT   

See Below

SPELL DESCRIPTION

This spell is known to both Nethermancers and Wizards. A fairly simple spell with few differences between the two variations, it allows a magician to know whether a woman is pregnant. When weaving the thread the caster must touch the stomach of the target. The mother may choose to lower her Spell Defense voluntarily. Because Nethermancers merely touch the spirit of the unborn Namegiver it is slightly easier for them to learn the spell; Wizards are more scientific in their approach and divine the truth through analysis of the mother's Pattern.


<http://historiophilosophy.freehostia.com/earthdawn/grimoire/sense-the-unborn.htm>

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EARTHDOWN SPELLCARDS




DISCIPLINE **Nethermancer**


SPELL CIRCLE **3**


ELEMENTAL AFFINITY


SPELL NAME
Transfer Circle







WEAVING **6**
 REATTUNING **17**

CASTING  **9**

THREADS **3**
 WOVEN 

DURATION  **Rank +3 Months**

RANGE  **5 Yards**

FEAR EFFECT   

Willforce +5

SPELL DESCRIPTION

This spell creates a new Bone Circle and has all of the standard requirements and effects of that spell as listed in the Earthdawn rule books. Further, it requires that the Nethermancer have another Bone Circle created somewhere else. In casting the spell, the other bone circle is destroyed. The benefit to this spell is that weaving the threads for this bone circle does not take any additional time, allowing the bone circle to be rapidly recreated and moved around to wherever the Nethermancer is currently located.


<http://www.edpt.org/index.php?name=Encyclopedia&op=content&tid=556>

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EARTHDOWN SPELLCARDS



DISCIPLINE **Nethermancer**

SPELL CIRCLE **4**

ELEMENTAL AFFINITY

WEAVING **8**

CASTING **Spell Defense**

REATTUNING **17**

THREADS **3**

DURATION **3+Rank Rounds**

WOVEN

RANGE **Line of Sight**

FEAR EFFECT

ILLUSION

EFFECT

SENSING

DISBELIEF

Willforce + 6

SPELL DESCRIPTION
 This Spell can only be cast on creatures which have two distinct feature; first they have to have bones and second and more important they have to be non-native to this (the Earthdawn, or a similar gaming universe) plane. When casting this spell the caster rolls himself up to a small ball while weaving the threads. After succeeding in the spellcasting test the caster makes an effect test against the strength step of his opponent, if he scores only an average success the opponent suffers the same effects as if he were affected from an unsuccessful Bone Dance spell. If the caster scores good or better however the "alien" is curled into a small ball, and unable to move or take any physical action. This "ball of bones" may then be rolled over a cliff or a fire or something like that.


http://earthdawn.dragonpaw.org/nexus/nether_spells.html#Bonebind

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EARTHDOWN SPELLCARDS



DISCIPLINE **Nethermancer**

SPELL CIRCLE **4**

ELEMENTAL AFFINITY

WEAVING **10**

CASTING **Spell Defense**

REATTUNING **20**

THREADS **1**

DURATION **1 Round**

WOVEN

RANGE **25 Yards**

FEAR EFFECT

ILLUSION

EFFECT

SENSING

DISBELIEF

Willforce + 7

SPELL DESCRIPTION
 Bone Shards requires a bone to cast. Once the thread has been woven, the bone shatters into razor sharp shards instilled with the energy of thousands of malevolent spirits. When the spell is cast, the shards fly at a single target, ripping it to shreds. Due to their small size the magically propelled bones bypass any physical armor, but the enemies mystic armor protects against the shards evil magic.


http://earthdawn.dragonpaw.org/nexus/nether_spells.html#BoneShards

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EARTHDOWN SPELLCARDS



DISCIPLINE **Nethermancer**

SPELL CIRCLE **4**

ELEMENTAL AFFINITY

WEAVING **7**

CASTING **Target's Spell Defense**

REATTUNING **14**

THREADS **2**

DURATION **1 Round**

WOVEN

RANGE **Touch**

FEAR EFFECT

ILLUSION

EFFECT

SENSING

DISBELIEF

+2 to Recovery step

SPELL DESCRIPTION
 Cleanse allows the Nethermancer to remove poisons from the body of a Name-giver. The Nethermancer paces a circle around the Name-giver to be cleansed, and makes a Spellcasting test versus the spell defense of the target. If the test is successful, the target may immediately make a Recovery test at +2 steps for the purpose of resisting the poison ONLY. This Recovery test does not heal any damage from the poison, it serves only to stop the poison's effect.


<http://www.cfar.umd.edu/~keverill/Games/Earthdawn/Spells/Cleanse.html>

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EARTHDOWN SPELLCARDS



DISCIPLINE **Nethermancer**

SPELL CIRCLE **4**

ELEMENTAL AFFINITY

WEAVING **11**

CASTING **Target's spell Defense**

REATTUNING **20**

THREADS **3**

DURATION **Rank in Days**

WOVEN

RANGE **Touch**

FEAR EFFECT

ILLUSION

EFFECT

SENSING

DISBELIEF

Willpower +5

SPELL DESCRIPTION
 A creature affected by the Creature Item spell is altered into a piece of cloth. Very small creatures who have been itemized will be cloth pieces roughly life size, but larger ones are shrunk to no more than 1' x 1' cloth representations. The first aspect of this spell is the Thread Weaving. The caster must weave the threads to the creature he plan to itemize. Then the nethermancer is required to roll a Spellcasting Test against the target's Spell Defense. If the test succeeds, the creature is placed in a state of suspended animation while it becomes cloth, and could remain in such a state for the spell's duration. If an intelligent being's possessions have all been itemized previously (disregarding unique magical artifacts), then they will be included in the final item. A willing creature can lower its Spell Defense to make it easier for the spellcaster; charmed creatures are considered willing. Unwilling creatures (who have somehow been kept still for the Thread Weaving process) get to make Willpower rolls every day to resist its change in state. The cloth piece resulting is somewhat resilient, receiving a Physical Armor rating of 3, but if destroyed, kills the creature. Returning the creature to (normal) life merely entails tossing it upon the ground (with this being the stated intent) or speaking a command word specified by the caster upon casting.

<http://www.reocities.com/TimesSquare/Ring/5472/magic/cretritem.html>

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EARTHDAWN SPELLCARDS



DISCIPLINE **Nethermancer**

SPELL CIRCLE **4**

ELEMENTAL AFFINITY

SPELL NAME
Life Sense

2

THREADS

7

WEAVING

13

REATTUNING

4

SPELL CIRCLE

2

THREADS

7

WEAVING

13

REATTUNING

4

SPELL CIRCLE

2

THREADS

7

WEAVING

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REATTUNING

4

SPELL CIRCLE

2

THREADS

EARTHDOWN SPELLCARDS



DISCIPLINE **Nethermancer**

SPELL CIRCLE **5**

ELEMENTAL AFFINITY

WEAVING **9**

CASTING **Target's Spell Defense**





THREADS **1**

REATTUNING **17**

DURATION **4 Rounds**

RANGE **20 Yards**

EFFECT **Willforce +9**

 FEAR EFFECT
 ILLUSION
 SENSING
 DISBELIEF

SPELL DESCRIPTION


This particularly cruel spell was designed for use against blood elves. Some say it was an abortive attempt to reverse the effects of the Ritual of Thorns, some say it was designed deliberately in this way. Using this spell, the Nethermancer tries to force out the plant spirit that is merged into the blood elf's Pattern, and this isn't a pleasant experience. The elf's thorns suddenly start to grow, and his bleeding intensifies. Mystic Armor protects against the damage. If the Nethermancer rolled an Excellent success, the spell overcomes the blood elf's high pain threshold, and the target becomes immobilized, just like with the Pain spell. If the victim makes a successful Willpower Test against a Difficulty Number of 10, he dispels the spell. This spell is usable against obsidimen as well, since it affects the elemental part of their body, although not as seriously as blood elves. Against obsidimen, the Effect Step is only Willforce + 1, and the spell cannot cause immobilization.

<http://www.edpt.org/index.php?name=Encyclopedia&op=content&tid=21>

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EARTHDOWN SPELLCARDS



DISCIPLINE **Nethermancer**

SPELL CIRCLE **5**

ELEMENTAL AFFINITY

WEAVING **12**

CASTING **Target's Spell Defense**





THREADS **2**

REATTUNING **15**

DURATION **Instant**

RANGE **40 Yards**

EFFECT **Willpower +9**

 FEAR EFFECT
 ILLUSION
 SENSING
 DISBELIEF

SPELL DESCRIPTION


The Celestial Pyre spell calls forth a blazing funeral pyre that erupts from the ground beneath its victims, affecting all within a 10 yard diameter. The nethermancer makes a Spellcasting Test and compares the result to the Spell Defense of every character within the spell's range. If the test result equals or exceeds a target's Spell Defense, the target suffers damage equal to the result of the spell's Effect Test. The howls of tortured spirits can be heard screaming from the soul consuming flames, and bits of bone and ash flare up toward the heavens.

<http://www.reocities.com/TimesSquare/Ring/5472/magic/pyre.html>

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EARTHDOWN SPELLCARDS



DISCIPLINE **Nethermancer**

SPELL CIRCLE **5**

ELEMENTAL AFFINITY

WEAVING **9**

CASTING **Target's Spell Defense**





THREADS **1**

REATTUNING **14**

DURATION **1 Round**

RANGE **100 Yards**

EFFECT **See Below**

 FEAR EFFECT
 ILLUSION
 SENSING
 DISBELIEF

SPELL DESCRIPTION


Corruption Bolt is a spell that draws energy from tainted regions of astral space and damages foes with astral corruption. The effect of the spell is visible as a bolt of black energy crackling towards the target. Roll the Effect step for damage, reduced for Mystic Armour. The Effect step varies with the corruption of astral space in the area; in a Safe zone, the Effect is merely Willforce, as all the damage is caused by pure energy. In Open zones, the Effect step rises to Willforce+3. In Tainted zones, the Effect is Willforce+7. And in Corrupt zones, the Effect is Willforce+10, as the energy bolt is almost fully corrupted energy. The side effects on the caster and target are still unknown, as this spell is untested.

<http://www.reocities.com/TimesSquare/Alley/3842/spells.html#nethermancy>

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EARTHDOWN SPELLCARDS



DISCIPLINE **Nethermancer**

SPELL CIRCLE **5**

ELEMENTAL AFFINITY

WEAVING **11**

CASTING **2**





THREADS **3**

REATTUNING **21**

DURATION **1 Round**

RANGE **60 Yards**

EFFECT **Willforce**

 FEAR EFFECT
 ILLUSION
 SENSING
 DISBELIEF

SPELL DESCRIPTION


The Dispel [Spirit] Magic enables Nethermancers to dispel only spells cast by a single type of spirit or elemental. In all other ways the spell works in the same manner as the Dispel Magic spell (p183, ED).


<http://historiophilosophy.freehostia.com/earthdown/grimoire/dispel-spirit-magic.htm>

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EARTHDAWN SPELLCARDS







DISCIPLINE **Nethermancer**
SPELL CIRCLE **5**
ELEMENTAL AFFINITY 

SPELL NAME **Impeding Spirits**

WEAVING **6**
REATTUNING **16**

THREADS **2**
WOVEN 

CASTING **Target's Spell Defense**
DURATION **Rank Rounds**
RANGE **40 Yards**

 FEAR EFFECT ☐
 ILLUSION ☐
 SENSING ☐
 DISBELIEF ☐

EFFECT **Willforce+3**

SPELL DESCRIPTION

This spell reduces the initiative of the target. While weaving the threads, the nethermancer simulates pushing down on his legs. What is actually happening is that the nethermancer is calling to him mischievous spirits that love to play pranks and annoy people. The nethermancer then makes a spellcasting test against the target's spell defense. If the test is successful, the spirits agreed to go bother the desired target. The effect test result represents how far the nethermancer's call was heard and how many little spirits answered his call. The nethermancer makes the effect test with the target's dexterity step as the difficulty number. If the test is successful the target's initiative step is reduced by: 3 + 1 for each level of success above average on the effect test.


The nethermancer may decide to affect multiple targets. The other targets must all be within 5 yards of the first target. To determine the spellcasting difficulty number on multiple targets, use the highest spell defense and add + 1 for each additional target. After doing the effect test, subtract -2 for each target after the first to get the final result of the effect test. All targets are not affected the same way, compare the final result to each dexterity step to find the effect on each specific target.


<http://eric.campeau.com/edpages/en/spells/impedingspirits.html>

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
DISCIPLINE **Nethermancer**
SPELL CIRCLE **5**
ELEMENTAL AFFINITY 

SPELL NAME **Light Barrier**

WEAVING **6**
REATTUNING **10**

THREADS **1**
WOVEN 

CASTING **4**
DURATION **Rank Rounds**
RANGE **15 Yards**

 FEAR EFFECT ☐
 ILLUSION ☐
 SENSING ☐
 DISBELIEF ☐

EFFECT **Creates a wall of darkness up to 20'x20'x1'**

SPELL DESCRIPTION


Light Barrier creates an area up to 20' x 20' x 1', through which light may not pass, not even magical light. This spell blocks only vision, a person could pass through the wall easily (though they may not know that). To cast the spell, the caster covers his left eye with his right hand, then pulls it away sharply, spreading his fingers as wide as he can.


<http://www.reocities.com/TimesSquare/Castle/1373/index.html>

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EARTHDAWN SPELLCARDS







DISCIPLINE **Nethermancer**
SPELL CIRCLE **5**
ELEMENTAL AFFINITY 

SPELL NAME **Night Vision**

WEAVING **6**
REATTUNING **13**

THREADS **2**
WOVEN 

CASTING **Target's Spell Defense**
DURATION **Rank Hours**
RANGE **Touch**

 FEAR EFFECT ☐
 ILLUSION ☐
 SENSING ☐
 DISBELIEF ☐

EFFECT **Grants Low-Light Vision**

SPELL DESCRIPTION


The Night Vision spell bestows the elf ability of low-light vision on the target.


<http://www.reocities.com/TimesSquare/Castle/1373/index.html>

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EARTHDAWN SPELLCARDS







DISCIPLINE **Nethermancer**
SPELL CIRCLE **5**
ELEMENTAL AFFINITY 

SPELL NAME **Resist Pain**

WEAVING **6**
REATTUNING **11**

THREADS **1**
WOVEN 

CASTING **Target's Spell Defense**
DURATION **Rank Rounds**
RANGE **Touch**

 FEAR EFFECT ☐
 ILLUSION ☐
 SENSING ☐
 DISBELIEF ☐

EFFECT **Grants Pain Resistance**

SPELL DESCRIPTION


Resist Pain allows the target to ignore the effects of any wounds except for those taken by breaking a blood oath. The target is still wounded, and once the spell has ran out the target will feel the wounds again.

<http://www.reocities.com/TimesSquare/Castle/1373/index.html>

PAGE REFERENCE :


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EARTHDOWN SPELLCARDS










DISCIPLINE **Nethermancer**
SPELL NAME **Skin Deep**

SPELL CIRCLE **5**

ELEMENTAL AFFINITY


WEAVING **12**
THREADS **5**
WOVEN 

CASTING  **2**
DURATION  **see below**
RANGE  **Self**

FEAR EFFECT 
ILLUSION 
SENSING  DISBELIEF 


Removes Nethermancer's skin

SPELL DESCRIPTION
Skin Deep is a ritual spell that allows a Nethermancer to literally shed his skin for a time. This may be used for purposes of anatomy lectures, medical procedures, and as an effective if attention grabbing disguise. While casting the spell, the mage lies in a magical circle (which may incorporate a Bone circle), surrounded by candles, burning incense and other apparatus intended to soothe and focus. Weaving each thread takes 10 minutes. As the spell takes effect, the Nethermancer appears to pass into a deep coma. This affects his body only-his mind is still alert and he can hear all that goes on around him. As the last thread is woven, his skin splits open, beginning in the center of the chest and radiating down each limb in straight lines. The newly exposed Nethermancer sits up, shaking off his skin, then folding it neatly.
The spell protects the Nethermancer from disease and all loss of moisture as long as he is without skin. One point of strain or karma is required every half-hour to maintain the effect. If this effect is dispelled or otherwise interrupted, the mage will take 10 minutes to die. It is virtually impossible to sleep without skin (no eyelids) but there is no theoretical limit to the length of time the Nethermancer may remain skinless. In order to reattach his skin, the Nethermancer must cast Skin Deep again inversely. Of course, he must have his skin with him. Any damage to the skin while it is not attached can reflect poorly on the Nethermancer (so to speak). He will leak blood out of any cuts or punctures.
Anyone not a Nethermancer viewing the skinless mage must make a willpower test against a Difficulty Number of 14 or be briefly incapacitated by disgust. This is not a magical effect, but a natural reaction. Identifying the Nethermancer without skin has a Difficulty Number of 16.

<http://www.edpt.org/index.php?name=Encyclopedia&op=content&tid=557>
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EARTHDOWN SPELLCARDS










DISCIPLINE **Nethermancer**
SPELL NAME **Soul Kiss**

SPELL CIRCLE **5**

ELEMENTAL AFFINITY


WEAVING **12**
THREADS **3**
WOVEN 

CASTING  **Target's Spell Defense**
DURATION  **1 Round**
RANGE  **Touch**

FEAR EFFECT 
ILLUSION 
SENSING  DISBELIEF 


Willpower +8

SPELL DESCRIPTION
While the nethermancer weaves the threads for this spell he kisses the subject. If the Spellcasting Test is successful, the nethermancer sacrifices one of his Recovery Test. The Effect Dice are rolled to determine the amount of damage healed for the subject. The subject must be recently deceased, for, every minute that passes the soul moves further from its vessel. This makes the Spellcasting Test more difficult raising the target number up one success level for each minute of the subject's death.
The level of astral taint in the immediate area will have an extreme affect on the soul's return to it's vessel.

<http://www.reocities.com/TimesSquare/Ring/5472/magic/unveil.html#sk>
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

DISCIPLINE **Nethermancer**
SPELL NAME **Animal Control**

SPELL CIRCLE **7**

ELEMENTAL AFFINITY


WEAVING **7**
THREADS **1**
WOVEN 

CASTING  **Target's Spell Defense**
DURATION  **Rank Rounds**
RANGE  **60 Yards**

FEAR EFFECT 
ILLUSION 
SENSING  DISBELIEF 


Control Animal

SPELL DESCRIPTION
The Animal Control spell allows the caster to dictate the actions of any one creature for the duration of the spell, the creature will follow the caster's commands to the best of its ability. It will not do anything that would directly threaten its own life (i.e. Walk through fire, jump of a cliff, sit under a falling rock.), but it will attack an opponent. Commanding the creature takes up the caster's action for the round. Once the spell has worn off, the animal will become confused, and will most likely run off.

<http://www.reocities.com/TimesSquare/Castle/1373/newspels.html>
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EARTHDOWN SPELLCARDS










DISCIPLINE **Nethermancer**
SPELL NAME **Animal Telepathy**

SPELL CIRCLE **6**

ELEMENTAL AFFINITY


WEAVING **8**
THREADS **2**
WOVEN 

CASTING  **Target's Spell Defense**
DURATION  **Rank Minutes**
RANGE  **120 Yards**

FEAR EFFECT 
ILLUSION 
SENSING  DISBELIEF 


Communicate with animal

SPELL DESCRIPTION
The Animal Telepathy spell works only upon non-sentient animals (not monsters). It allows the caster to communicate with the target animal, allowing simple questions to be asked. The answers to these questions will be very basic. The caster may for instance, ask "What do you see?", and the animal seeing a party happening may answer "Big folk, moving., making noise".

<http://www.reocities.com/TimesSquare/Castle/1373/index.html>
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EARTHDAWN SPELLCARDS




DISCIPLINE **Nethermancer**

SPELL CIRCLE **6**

ELEMENTAL AFFINITY

SPELL NAME
Calling Out the Dead

6



WEAVING

12

REATTUNING

CASTING

Target's Spell Defence

DURATION

Rank in Questions

RANGE

1 Yard

THREADS

See Below

WOVEN

REATTUNING

24

FEAR EFFECT

ILLUSION

SENSING

DISBELIEF

EFFECT

Willforce


SPELL DESCRIPTION

This spell is used to bring back a dead spirit to question it. The caster need a bone circle like one from the spell of the same name. He then begins weaving threads, each thread requiring a full minute to weave. The caster must also have a personal item of the spirit to be summoned (A pattern item or personal item of importance, or a body part...Yuck). The wizard must weave at least as many threads as the strength or circle of the spirit. He can choose to weave up to twice as many to receive a bonus on his Contest of Wills step equal to his spellcasting rank. Once the Nethermancer has summoned the spirit, he may begin to question the spirit or designate a questioner. The spirit must reply in one kind or another. It will seek to mislead the characters or simply tell them it has no real information on the subject. If the caster feel the creature is lying or has been extremely uncooperative on a question he may engage it in a contest of wills as per the Manual of Mystic Secrets. If he wins, the spirit receives a blast of pure pain in the form of damage equal to the effect test of this spell (actually more painful than it is). The spirit must also elaborate on the question or reveal that it truly does not know anything. If the spirit was being helpful (at least an adequate answer) or really didn't know anything, it gains a bonus to its Contest of Wills step equal to twice the casters spellcasting rank. If the spirit wins the contest it has several choices. It can remain to answer more questions. It may choose to leave the circle and flee or attack. It may return to the astral plane or wherever it was summoned from. Regardless after the spirit has completed the spell (either of its own volition or because the spell ended) it gains a one point increase on its strength rating.

<http://www.angelfire.com/sk/bootsandstuff/nsix.html>

PAGE REFERENCE :

EARTHDAWN SPELLCARDS




DISCIPLINE **Nethermancer**

SPELL CIRCLE **6**

ELEMENTAL AFFINITY

SPELL NAME
Flame of Netherworldly Light

6



WEAVING

15

REATTUNING

CASTING

15

DURATION

See Below

RANGE

10 Yards

THREADS

2

WOVEN

REATTUNING

21

FEAR EFFECT

ILLUSION

SENSING

DISBELIEF

EFFECT

See Below


SPELL DESCRIPTION

This spell is designed to dispel the shadows that often plague Horror-tainted places of astral space though it works equally well in other dark regions of the netherworlds. When cast successfully the spell the Nethermancer pulls a small piece of astral "light," channeling it into a newly made candle. If successful, this spell instills the candle with the ability to temporarily "unwarp" astral space in a small area (roughly ten yards surrounding the Nethermancer) until the candle burns out completely. The candle must be lit for the spell to work properly but it does not have to be lit immediately - the Nethermancer can simply pack it up and wait for the time to use it. Although anyone can use the candle the user must be able to see into astral space to use the effect fully. The candle has no special effect on the physical plane. This spell must be cast in a Safe region of astral space.

<http://historiophilosophy.freehostia.com/earthdawn/grimoire/flame-of-netherworldly-light.htm>

PAGE REFERENCE :

EARTHDAWN SPELLCARDS




DISCIPLINE **Nethermancer**

SPELL CIRCLE **6**

ELEMENTAL AFFINITY

SPELL NAME
Staff of Battle: The Light of Victory

6



WEAVING

14

REATTUNING

CASTING

7

DURATION

Rank +4 Rounds

RANGE

Touch

THREADS

2

WOVEN

REATTUNING

17

FEAR EFFECT

ILLUSION

SENSING

DISBELIEF

EFFECT

Willpower +8

SPELL DESCRIPTION

The Staff of Battle spells allows the nethermancer to magically imbue a staff, walking stick, cane, etc. with astral energies creating a minor magical weapon. The nethermancer touches the staff and makes a Spellcasting Test against the object's Spell Defense, usually 7.

The Light of Victory

The staff now glows with a mystical light which will brightly illuminate a 30-foot radius. This illumination will be painful to supernatural creatures such as undead and horrors (these take Step 3 damage per round - considered armor-defeating). Ethereal Darkness cast in the area of the Staff of Battle will eliminate this painful effect for the duration of the darkness, but does not actually make the area dark, rather the illumination is reduced to the level of torchlight.


Whenever the staff is used to strike a target the nethermancer should make an Effect Test with the result as the damage inflicted. The damage can be increased by using multiple points of Karma for each round of spell duration that remains; every such increase the duration of the spell is shortened by one round. Intent to increase damage must be stated before the Melee Weapon Test is rolled, but spell duration is not affected if the attack is a miss.

If the areas of radiance for "The Light of Victory" and "Shadows of Defeat" intersect, the effects of both are negated in the overlapping region. If the spells are within 30 feet of one another, both cease to shed their light or darkness, but their powers are otherwise unaffected. Neither staff has any physical substance, and thus cannot be parried except by another staff of the opposite type. If two staves of opposite type touch one another for any reason, both are instantly dispelled in an explosive radius of 10 yards. Both nethermancers make a cumulative Effect test with the resulting number as the damage taken within the area. The magicians holding the staves are damage as if it was an armor-defeating hit.

<http://www.reocities.com/TimesSquare/Ring/5472/magic/stofbatl.html>

PAGE REFERENCE :

EARTHDAWN SPELLCARDS




DISCIPLINE **Nethermancer**

SPELL CIRCLE **6**

ELEMENTAL AFFINITY

SPELL NAME
Flame of Netherworldly Light

6



WEAVING

15

REATTUNING

CASTING

15

DURATION

See Below

RANGE

10 Yards

THREADS

2

WOVEN

REATTUNING

21

FEAR EFFECT

ILLUSION

SENSING

DISBELIEF

EFFECT

See Below


SPELL DESCRIPTION

This spell is designed to dispel the shadows that often plague Horror-tainted places of astral space though it works equally well in other dark regions of the netherworlds. When cast successfully the spell the Nethermancer pulls a small piece of astral "light," channeling it into a newly made candle. If successful, this spell instills the candle with the ability to temporarily "unwarp" astral space in a small area (roughly ten yards surrounding the Nethermancer) until the candle burns out completely. The candle must be lit for the spell to work properly but it does not have to be lit immediately - the Nethermancer can simply pack it up and wait for the time to use it. Although anyone can use the candle the user must be able to see into astral space to use the effect fully. The candle has no special effect on the physical plane. This spell must be cast in a Safe region of astral space.

<http://historiophilosophy.freehostia.com/earthdawn/grimoire/flame-of-netherworldly-light.htm>

PAGE REFERENCE :

EARTHDAWN SPELLCARDS




DISCIPLINE **Nethermancer**

SPELL CIRCLE **6**

ELEMENTAL AFFINITY

SPELL NAME
Staff of Battle: The Shadows of Defeat

6



WEAVING

14

REATTUNING

CASTING

7

DURATION

Rank +4 Rounds

RANGE

Touch

THREADS

2

WOVEN

REATTUNING

17

FEAR EFFECT

ILLUSION

SENSING

DISBELIEF

EFFECT

Willpower +8

SPELL DESCRIPTION

The Staff of Battle spells allows the nethermancer to magically imbue a staff, walking stick, cane, etc. with astral energies creating a minor magical weapon. The nethermancer touches the staff and makes a Spellcasting Test against the object's Spell Defense, usually 7.

The Shadows of Defeat

The Staff of Battle envelops the area in deep shadows within 30-foot radius centered on the nethermancer, through which only the mage can see clearly; all others are treated as if in normal darkness, -3 Steps to all actions.

In addition, any being within the darkness will be affected by a mild nausea incurring a -1 Step penalty to their actions for the duration of the spell. This can be negated if the victim makes a successful Toughness (7) Test. A light spell of any kind cast in the area of the Staff of Battle will remove this nauseating effect, but will not significantly brighten the area.


Whenever the staff is used to strike a target the nethermancer should make an Effect Test with the result as the damage inflicted. On a successful strike the nethermancer may inflict numbing cold on his victim. If a Spellcasting Test succeeds against the target's Spell Defense, the nethermancer makes an Effect Test against the target's Strength value, not Step. If the result is a Good success then the target loses 1 Step from both Strength and Dexterity. An Excellent success will cause a loss of 2 Steps while an Extraordinary success is 3 Steps. For each strike of the Staff of Battle the numbing effects are cumulative until the spell's duration expires. Thereafter the lost Strength and Dexterity return at the rate of one Step each per round. Cold-resistant and cold-using creatures are not affected by this numbing ability.

The staff or cane used is shattered when the spell's duration expires.

<http://www.reocities.com/TimesSquare/Ring/5472/magic/stofbatl.html>

PAGE REFERENCE :

EARTHDOWN SPELLCARDS



DISCIPLINE **Nethermancer**

SPELL CIRCLE **7**

ELEMENTAL AFFINITY

SPELL NAME **Behead**

WEAVING **9**


THREADS **4**

WEAVEN **16**

CASTING **Target's Spell Defense**

DURATION **Rank Rounds**

RANGE **Touch**



FEAR EFFECT

ILLUSION

SENSING

DISBELIEF

Effect
Detaches head

SPELL DESCRIPTION


As its Name suggests, Behead allows a Nethermancer to remove the head from a willing target. When casting he must grip the target's head, pulling up gently while weaving the threads to the spell. The head can still see, hear, speak and control the movements of the body. The head's body must be kept within sight of the head or it can no longer be controlled. Any actions attempted by the body suffer a -3 Step penalty. At the end of the spell's duration the head must be replaced or both the head and the body die. If either head or body dies while separated the other dies upon expiration of the spell (unless a replacement can be found...).

<http://historiophilosophy.freehostia.com/earthdawn/grimoire/decapitate.htm>

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EARTHDOWN SPELLCARDS



DISCIPLINE **Nethermancer**

SPELL CIRCLE **7**

ELEMENTAL AFFINITY

SPELL NAME **Heal**

WEAVING **8**


THREADS **4**

WEAVEN **15**

CASTING **Target's Spell Defense**

DURATION **Permanent**

RANGE **Touch**



FEAR EFFECT

ILLUSION

SENSING

DISBELIEF

Effect
Willforce

SPELL DESCRIPTION


The heal spell will heal a number of damage points equal to the result of the caster's Willforce test, and one wound. The caster places his hand on the Target's wounds and closes his eyes.

<http://www.reocities.com/TimesSquare/Castle/1373/newspels.html>

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EARTHDOWN SPELLCARDS



DISCIPLINE **Nethermancer**

SPELL CIRCLE **7**

ELEMENTAL AFFINITY

SPELL NAME **Heroic Talent**

WEAVING **11**


THREADS **2**

WEAVEN **19**

CASTING **14 / Target's Spell Defense**

DURATION **Rank Rounds**

RANGE **Touch**



FEAR EFFECT

ILLUSION

SENSING

DISBELIEF

Effect
Willforce

SPELL DESCRIPTION


This spell allows a Nethermancer to summon a spirit with a specific talent and temporarily instill that talent into the spell recipient. The target must already possess the ability to be replaced, and the spell guarantees that the summoned spirit has the desired talent. The spell is cast, rolling against the spirit's Spell Defence (14), and, if the result of the Spellcasting Test beats the recipient's Spell Defence as well, the spirit coalesces and merges with the target. The spirit's talent Rank replaces the target's for the duration of the spell. The spirit's talent Rank is equal to the value of the Effect Test. A target can only be affected by the result of one Heroic Talent spell at any one time.

<http://www.reocities.com/TimesSquare/Alley/3842/spells.html#nethermancy>

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EARTHDOWN SPELLCARDS



DISCIPLINE **Nethermancer**

SPELL CIRCLE **7**

ELEMENTAL AFFINITY

SPELL NAME **Hideous Rending**

WEAVING **12**


THREADS **2**

WEAVEN **18**

CASTING **Target's Spell Defense**

DURATION **Rank in Rounds**

RANGE **50 Yards**



FEAR EFFECT

ILLUSION

SENSING

DISBELIEF

Effect
Willpower +8

SPELL DESCRIPTION


This spell requires the full concentration on the part of the nethermancer for its entire duration. The Hideous Rending spell allows the nethermancer to make several gruesome attacks. The nethermancer makes grasping and pulling motions with his hands in the direction of a single target within range and makes a Spellcasting Test. On a successful test a 'handful' of flesh is teleported 3 to 5 feet from the unfortunate's body. The result of the Effect Test is the damage that is taken per rending attack. One rending attack may be made per round while the spell last. The target will begin to bleed for 2 points of damage per 'rend' until they receive healing or serious bandaging. On an extraordinary Spellcasting success, the target loses a vital organ or chunk thereof, and must make a Toughness Test against their Wound Threshold or expire on the spot. If the test was successful they will lapse into a coma, and can only be revived by a Heal from a Questor of Garlen or a Greater Healing potion; if not so healed, they die within 24 hours. If a target dies or falls comatose, the nethermancer may move his focus to a new victim, and so on, for the Hideous Rending duration. Mystic armor will help protect against this spell

<http://www.reocities.com/TimesSquare/Ring/5472/magic/rending.html>

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EARTHDOWN SPELLCARDS



DISCIPLINE **Nethermancer**

SPELL CIRCLE **7**

ELEMENTAL AFFINITY

SPELL NAME **Mind's Ear**

WEAVING **9**

THREADS **3**

WOVEN

CASTING **Target's Spell Defense**

DURATION **Rank in Minutes**

RANGE **5 Yards**



FEAR EFFECT

ILLUSION

SENSING

DISBELIEF

Effect
Hear through Ears of Target

SPELL DESCRIPTION

This spell enables the caster to hear everything that the target of the spell hears, this does not grant the caster any control over what the target says, or hears. For the duration of the spell, the caster loses the ability to hear sounds around them.

<http://www.reocities.com/TimesSquare/Castle/1373/newspels.html>

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EARTHDOWN SPELLCARDS



DISCIPLINE **Nethermancer**

SPELL CIRCLE **7**

ELEMENTAL AFFINITY

SPELL NAME **Mind's Eye**

WEAVING **9**

THREADS **3**

WOVEN

CASTING **Target's Spell Defense**

DURATION **Rank in Minutes**

RANGE **5 Yards**



FEAR EFFECT

ILLUSION

SENSING

DISBELIEF

Effect
See through Eyes of Target

SPELL DESCRIPTION

This spell enables the caster to see everything that the target sees, and only what the target sees, the caster has no control over the targets actions. This spell does not grant any other sensory input. For the duration of the spell, the caster loses the ability to see anything happening around him.

<http://www.reocities.com/TimesSquare/Castle/1373/newspels.html>

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EARTHDOWN SPELLCARDS



DISCIPLINE **Nethermancer**

SPELL CIRCLE **7**

ELEMENTAL AFFINITY

SPELL NAME **Spirit Slice**

WEAVING **13**

THREADS **4**

WOVEN

CASTING **Target's Spell Defense**

DURATION **1 Round**

RANGE **20 Yards**



FEAR EFFECT

ILLUSION

SENSING

DISBELIEF

Effect
Willforce +5

SPELL DESCRIPTION


Spirit Slice is similar to the spell Astral Slice except that it may only be cast on spirits. If cast successfully the spell does the Effect Step damage on the target spirit.

<http://historiophilosophy.freehostia.com/earthdawn/grimoire/spirit-slice.htm>

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EARTHDOWN SPELLCARDS



DISCIPLINE **Nethermancer**

SPELL CIRCLE **8**

ELEMENTAL AFFINITY

SPELL NAME **Astral Blade**

WEAVING **11**

THREADS **3**

WOVEN

CASTING **9 (See Below)**

DURATION **Rank in Minutes**

RANGE **Touch**



FEAR EFFECT

ILLUSION

SENSING

DISBELIEF

Effect
Willforce +10

SPELL DESCRIPTION


This spell conjures into existence a blade-like construct of pure magical energy. The caster initially makes a spellcasting test against a 9 to bring the "blade" into being. For the duration of the spell the caster may attack with the construct anyone who is within melee range. To attack, the caster makes a spellcasting test against the target's spell defense; if successful the magician may then roll the effect dice for damage. Only mystic armor applies against the damage. The spell has a somatic component during its casting -- the magician must swing his closed fist around as if mimicking a display of swordsmanship. Adepts should note that there is a possible drawback to this spell. As it uses pure (i.e., unfiltered) magical energy for its effect, casting this spell using raw magic adds +5 steps to both the damage and horror mark tests involved in that procedure.

<http://www.fortunecity.com/rivendell/rhydin/91/sarabren.htm>

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EARTHDAWN SPELLCARDS




DISCIPLINE **Nethermancer**

SPELL CIRCLE **8**

ELEMENTAL AFFINITY

SPELL NAME
Circle Connection

8



WEAVING

15

REATTUNING

CASTING

Target's Spell Defense

DURATION

Rank Days

RANGE

Touch

THREADS

7

WOVEN

REAATTUNING

21

FEAR EFFECT

☐

ILLUSION

☐

SENSING

☐

DISBELIEF

☐

EFFECT

Connects 2 Bone Circles

SPELL DESCRIPTION


The Circle Connection spell must be cast within a Bone Circle built by the Nethermancer. It is intended to connect that Bone Circle to another Bone Circle also built by the Nethermancer. If successful, the Nethermancer and up to Rank other targets will be able to pass through one circle and end up in the other for the next Rank days. Each thread weaving attempt takes one hour to make. After all Threads are woven, the Spellcasting Test is made by the Nethermancer by trying to walk through the Bone Circle to the other Bone Circle. If the Spellcasting attempt fails, the Nethermancer will instead be deposited somewhere between the two circles. The Nethermancer can not be placed within a solid object or miles in the air (unless positioning of the circles ensures there are no other options), but it may be the spell failed because it accidentally routed itself to a Horror's bone circle, or bounced off a kaer's wards, depositing the Nethermancer in front of it.

<http://www.edpt.org/index.php?name=Encyclopedia&op=content&tid=558>

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EARTHDAWN SPELLCARDS




DISCIPLINE **Nethermancer**

SPELL CIRCLE **8**

ELEMENTAL AFFINITY

SPELL NAME
Dancing Dragon

8



WEAVING

9

REATTUNING

CASTING

10

DURATION

Rank in Minutes

RANGE

25 Yards

THREADS

4

WOVEN

REAATTUNING

12

FEAR EFFECT

☐

ILLUSION

☒

SENSING

☐

DISBELIEF

☐

EFFECT

Creates a two-headed dragon illusion

SPELL DESCRIPTION


The Dancing Dragon spell enables the caster to create the complex and semi-autonomous illusionary construct of a ferocious two-headed dragon, approximately 30 ft long and 20 ft tall (though size can be modified to either 50% larger or 50% smaller than this base), which appears to be composed entirely of inky shadows. Once the spell is cast, the caster no longer has to remain in the vicinity for the spell to function, as the spell harnesses the rudimentary intelligence of a spirit (summoned into the construct during the casting) as a sort of "control system." Note that the 25 yards under the range category refers to how far away from himself that the caster can have the beastie initially appear. This illusionary beast will attack with its claws and fangs. It can attack however many people the caster designates as targets, up to a number equal to the caster's spellcasting rank, and will continue to do so for the duration of the spell. The "creature" has attack and damage steps both equal to the caster's Willforce, and a number of attacks per round equal to his spellcasting rank. The construct may be attacked by its targets as if it possessed a physical defense rating of 10 and will, if "injured," adjust its own illusory make-up to reflect an appropriate amount of damage inflicted; however, it should be noted that no amount of physical damage will destroy the Dancing Dragon -- this would require either a successful Dispel Magic or successful disbelief rolls by every one of the Dragon's targets. A successful disbelief roll by a single target will cause the Dancing Dragon to cease to exist for that person only -- but watching their compatriot walk around unscathed while blathering about the absence of the Dragon gives characters a +5 step bonus to their perception checks for their own rolls to disbelieve.

<http://www.fortunecity.com/rivendell/rhydin/91/sarabren.htm>

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EARTHDAWN SPELLCARDS




DISCIPLINE **Nethermancer**

SPELL CIRCLE **8**

ELEMENTAL AFFINITY

SPELL NAME
Guardian

8



WEAVING

9

REATTUNING

CASTING

8

DURATION

Rank in Rounds

RANGE

20 Yards

THREADS

4

WOVEN

REAATTUNING

18

FEAR EFFECT

☐

ILLUSION

☐

SENSING

☐

DISBELIEF

☐

EFFECT

Willforce +8

SPELL DESCRIPTION

The Guardian spell conjures a stationary entity to attack the caster's enemies. The guardian will attack everyone within 20 Yards except for the caster, and a number of designated characters up to the spellcaster's rank. The guardian is not an illusion, and has the appearance of a dragons head with arms attached, and attacks all enemies with the following statistics:

DEX: Rank* STR: Will* TOU: 12 PER: 8 Will: Will* CHA: 4

Initiative: Rank* Physical Defence: 9

Number Of Attacks: 3 Spell Defence: SDS

Attack: Rank*2 Social Defence: 16

Damage: Will*+6 Physical Armour: 12

Number Of Spells: 1 Mystic Armour: 4

Spellcasting: Rank* Knockdown: N/A

Effect: Will* Recovery: 4 (2D10)

Death Rating: 88 Combat Movement: 0

Wound Threshold: 14 Full Movement: 0

Unconsciousness Rating: N/A

*Rank =caster's Spellcasting rank

**Will =caster's Willforce rank

SDS =caster's Spell Defence


The Guardian casts a single target fireball at one enemy once per round using the casters Spellcasting to attack, and Willforce to damage.

<http://www.reocities.com/TimesSquare/Castle/1373/newspels.html>

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EARTHDAWN SPELLCARDS




DISCIPLINE **Nethermancer**

SPELL CIRCLE **8**

ELEMENTAL AFFINITY

SPELL NAME
Mystic Armor

8



WEAVING

11

REATTUNING

CASTING

Target's Spell Defense

DURATION

20 Rounds

RANGE

Touch

THREADS

5

WOVEN

REAATTUNING

18

FEAR EFFECT

☐

ILLUSION

☐

SENSING

☐

DISBELIEF

☐

EFFECT

+3 To Mystic Armor

SPELL DESCRIPTION


This spell enables a magician to strengthen the Mystic Armor of a target by weaving threads in to the target's Pattern. When casting this spell the magician pats the target down as though searching him for hidden weapons. The target of this spell may not lower his Spell Defense voluntarily. This spell increases the target's Mystic Armor rating by +3 for the duration of the spell.

<http://historiophilosophy.freehostia.com/earthdawn/grimoire/mystic-armor.htm>

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EARTHDAWN SPELLCARDS




DISCIPLINE **Nethermancer**
SPELL CIRCLE **8**
ELEMENTAL AFFINITY

SPELL NAME **Regeneration**

WEAVING **12**
REATTUNING **18**

THREADS **4**
WOVEN

CASTING **12**
DURATION **Rank in Minutes**
RANGE **Self**



FEAR EFFECT
ILLUSION
SENSING
DISBELIEF

EFFECT **Willforce**


SPELL DESCRIPTION

Regeneration is a potent spell, which allows the caster to heal damage caused by all forms of attack, except burning. The spell will not resurrect the caster. Once the caster takes damage he will heal damage the following round equal to the result of the Willforce test. The spell requires the horns of a gargoyle to be ground into a paste and eaten. This spell cannot be force-cast.

<http://www.reocities.com/TimesSquare/Castle/1373/newspels.html>
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EARTHDAWN SPELLCARDS




DISCIPLINE **Nethermancer**
SPELL CIRCLE **8**
ELEMENTAL AFFINITY

SPELL NAME **Spirit Talent**

WEAVING **11**
REATTUNING **19**

THREADS **3**
WOVEN

CASTING **16 / Target's Spell Defense**
DURATION **Rank Rounds**
RANGE **Touch**



FEAR EFFECT
ILLUSION
SENSING
DISBELIEF

EFFECT **Willforce**

SPELL DESCRIPTION

Like Heroic Talent, this spell allows a Nethermancer to summon a spirit with a specific talent and temporarily instill that talent into the spell recipient. Unlike Heroic Talent, the target need not already possess the ability to be replaced. The spell guarantees that the summoned spirit has the desired talent. The spell is cast, rolling against the spirit's Spell Defence (16), and, if the result of the Spellcasting Test beats the recipient's Spell Defence as well, the spirit coalesces and merges with the target. The spirit's talent Rank replaces the target's for the duration of the spell. The spirit's talent Rank is equal to the value of the Effect Test. A target can only be affected by the result of one Spirit Talent spell at any one time.

<http://www.reocities.com/TimesSquare/Alley/3842/spells.html#nethermancy>
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EARTHDAWN SPELLCARDS




DISCIPLINE **Nethermancer**
SPELL CIRCLE **9**
ELEMENTAL AFFINITY

SPELL NAME **Possession**

WEAVING **12**
REATTUNING **21**

THREADS **3**
WOVEN

CASTING **Target's Spell Defense**
DURATION **Rank in Minutes**
RANGE **10 Yards**



FEAR EFFECT
ILLUSION
SENSING
DISBELIEF

EFFECT **Caster takes control of target.**


SPELL DESCRIPTION

The caster requires a good success or better to cast this spell, and he must be able to see his target. This spell transfers the caster's soul into the target's body and the target's into the caster's, the caster's body however, remains unconscious for the duration of the spell, and must be safeguarded. While in the target's body, the caster has full access to his own skills, memories and abilities, and the target's. he takes a penalty of 2 steps when using the target's abilities.

<http://www.reocities.com/TimesSquare/Castle/1373/newspels.html>
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EARTHDAWN SPELLCARDS




DISCIPLINE **Nethermancer**
SPELL CIRCLE **10**
ELEMENTAL AFFINITY

SPELL NAME **Ghostwalk**

WEAVING **13**
REATTUNING **23**

THREADS **6**
WOVEN

CASTING **See Below**
DURATION **Rank in Minutes**
RANGE **Self**



FEAR EFFECT
ILLUSION
SENSING
DISBELIEF

EFFECT **Makes the caster immaterial**

SPELL DESCRIPTION

This spell makes the caster immaterial, though the clever use of a levitation effect keeps the caster from sinking through floors and such involuntarily. For the duration of the spell, the caster can pass, either partially or completely, through any physical material except those containing True Elements (such as Orichalcum). Further, no normal physical attack can touch and therefore harm the caster during this time; however, spells, spirits, Horrors, and thread weapons (i.e., things with an astrally active presence) do not fall under this restriction and do their full, unmodified damage to the caster. Casting Difficulty is 12 or Spell Defense which ever is higher.

<http://www.fortunecity.com/rivendell/rhydin/91/sarabren.htm>
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